

### Listing and Amendments to the Claims

Please amend the claims as follows:

1. (Currently amended) Process for compression of digital data of a video sequence comprising alternating video shots, comprising the following steps :
  - segmentation of the sequence into alternating video shots,
  - classification of these shots by comparison of the contents of shots, according to camera angles in order to obtain classes, a class corresponding to shots with similar contents,
  - construction of a sprite or video object plane for a class that is a composite image corresponding to ~~the a~~ background relating of the shots allocated to this class,
  - grouping concatenation of at least two sprites onto ~~the same one~~ sprite or video object plane, in order to form an image called large sprite,
  - extraction, for the shots corresponding to the large sprite, of image foreground objects from ~~the sequence relating to~~ images of these shots,
  - separate encoding respectively of the large sprite and ~~of the~~ extracted foreground objects.
2. (Previously presented) Process according to Claim 1, wherein the sprites are placed one under the other in order to construct the large sprite.
3. (Currently amended) Process according to Claim 2, wherein ~~the~~ positioning of the sprites for the concatenation is calculated as a function of the cost of encoding of the large sprite.
4. (Currently amended) Process according to Claim 1, wherein the large sprite is a sprite ~~such as is~~ defined by and encoded in according to the an MPEG4 standard.

5. (Currently amended) Process according to Claim 1, wherein a multiplexing operation is carried out for the data ~~relating to~~of the extracted foreground objects and for the data ~~relating to~~of the large sprite in order to deliver a data stream.

6. (Cancelled)

7. (Currently amended) ~~Encoder~~Device for encoding video data of a video sequence comprising alternating video shots according to the process of Claim 1, comprising:

a processing circuit for ~~segmentation~~the classification of the sequence ~~sequences~~ into shots, classification of the shots according to their content, the construction of a sprite for each class and the composition of a large sprite by concatenation of these sprites;

a circuit for the extraction of ~~image~~image-foreground objects from ~~the sequence~~relating images corresponding to the large sprite; and

an encoding circuit for the encoding of the large sprite and the extracted foreground objects.

8. (Cancelled)